Mobile App Development

Continuous assessment Test 2 – CAT2

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Problem statement

1. Login screen (Weight: 10%)

The login screen is the first element of our app that will require accessing data. Remember that, in this activity, all the relevant data is hard-coded.

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a) In the class LoginFragment, locate the callback onViewCreated. In a PDF explain in 5 lines or less what the block of code between //BEGIN-CODE-UOC-1.1 and //END-CODE-UOC-1.1 is doing.

*Clue*: Notice that the code is observing the property loginResult of our model. What is it doing?

(b) In the same callback, the code block between the comments //BEGIN-CODE-UOC-1.2 and //END-CODE-UOC-1.2 implements the response to clicking the login button. Also, in the PDF file explain in 5 lines or less what actions are performed when the button is pressed. Which method and class is being used? Why?

*Clue*: When you move your mouse over a method call while pressing the Ctrl, pressing the left button of the mouse takes you to the method declaration.

(c) Implement the following behavior: whenever we execute the login method from class DataSourceHardcode, if the username is "user1@uoc.com" you should return the user User(1, "Jane Doe"). Otherwise, you should return the user User(2, "John Doe").

Your code should be placed between the placeholder comments //BEGIN-CODE-UOC-1.3 and //END-CODE-UOC-1.3.

Login Screen answers:

* LoginFragment.kt
* onViewCreated() method

//BEGIN-CODE-UOC-1.1

loginViewModel.loginResult.observe(*viewLifecycleOwner*,

*Observer* **{** loginResult **->**

loginResult ?: return@Observer

loadingProgressBar.*visibility* = View.*GONE*

loginResult.error?.*let* **{**

showLoginFailed(**it**)

**}**

loginResult.success?.*let* **{**

updateUiWithUser(**it**)

callback.onFragmentLoginInteraction("Login OK")

(*activity* as MainActivity?)!!.LoginOK(loginResult.success!!.userId)

**}**

**}**)

//END-CODE-UOC-1.1

This code is observing (listening for changes) in loginResult from the loginViewModel, and when it changes:

1. Hide the progress bar.
2. If there´s an error, it calls showLoginFailed(it) to display an error message.
3. If the login is correct, the UI is updated with the user data (updateUiWithUser(it) call) and notify to the callback with the success of the login, that it then calls to the “Login OK” method in the MainActivity passing the ID of the user.
4. * LoginFragment.kt
   * onViewCreated() method

//BEGIN-CODE-UOC-1.2

loginButton.setOnClickListener **{**

loadingProgressBar.*visibility* = View.*VISIBLE*

loginViewModel.login(

usernameEditText.*text*.toString(),

passwordEditText.*text*.toString()

)

**}**

//END CODE-UOC-1.2

This fragment of code is implementing the functionality **when pressing the login button**, that when it is clicked:

1. Show the progress bar.
2. Calls the login method in the loginViewModel passing the username and the password input by the user.
3. The login method will be then in charge of handling the authentication using the repository and update the UI accordingly.
   * DataSourceHarcode.kt
   * login() method

//BEGIN-CODE-UOC-1.3

user\_harcoded = if (username == "user1@uoc.com") {

User(1, "Jane Doe")

} else {

User(2, "John Doe")

}

//END-CODE-UOC-1.3

This code verifies if the username is equal to “user1@uoc.com” and returns a user with ID 1 and the name “Jane Doe”. For all the rest of usernames will return a user with the ID 2 and the name “John Doe”.

1. List of Seminars (Weight: 10%)

### item\_seminary.xml: Added LinearLayout with TextView and an ImageView

### SeminarsAdapter.kt:

* + init() method: Code uncommented //BEGIN-CODE-UOC-2.1 and //END-CODE-UOC-2.1
  + bind() method: Code uncommented //BEGIN-CODE-UOC-2.2 and //END-CODE-UOC-2.2

### fragment\_list\_seminars.xml: Added background.

1. New Seminar button (Weight: 5%)

### fragment\_list\_seminars.xml: Added the button “New Seminar” in the bottom.

### SeminarsFragment.kt:

* + onCreateView() method: Listener added to show the Toast message when pressing the button.

1. Quiz design (Weight: 15%)

### fragment\_quiz.xml: Added all the layout elements requested (four answers TextViews, TextView for HELP, buttons PREV, NEXT and FINISH) and the background.

1. Quiz logic (Weight: 30%)

### QuizFragment.kt:

* + onCreateView() method: Views and listener initialization.
  + ButtonsViewLogic() method: Visibility control of the buttons.
  + LoadValuesCurrentQuestion() method: Load questions and answers.
  + BClickAnswerLogic() method: Handle answer selection.

1. End quiz logic (Weight: 15%)

### QuizFragment.kt:

* + Finish() method: Calculation of the correct answers and call to returnFromQuiz

### MainActivity.kt:

* + returnFromQuiz() method: Show resutls

1. Link Activity (Weight: 15%)

### activity\_link.xml: New file created and WebView added

### LinkActivity.kt: New file created

* + onCreate() method: Binding initiation and URL load.
  + Comment added of the permission in the Manifest file.

### MainActivity.kt:

* + OpenLink() method: LinkActivity implementation

Kotlin fundamentals answers:

(a) var v4 : Int = 4

var v5 :Double = v4;

// This is not working because we can´t assign an Int to a variable Double.

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Description automatically generated

// To solve this, we can convert the Int to Double using the method toDouble()

// The .toDouble() conversion adds a .0 but does not lose any data.

var v4 : Int = 4

var v5 :Double = v4.toDouble;

(b) var v2 :Any = 4.4

var v3 :Double = v2

// This is not working because the variable v2 (even if it contains a Double) // has been declared as Any, so when declaring a variable V3 as Double and // assigning a variable Any to it , we have a “Type mismatch”.

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// To solve this, we can cast V2 to Double using the as operator:

var v2 :Any = 4.4

var v3 :Double = v2 as Double

1. var v6 : Int = null

// This is not working because Int is a non-nullable type in Kotlin:

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// To solve this, we can make the var nullable by adding a question mark:

var v6 : Int? = null

1. Collections in Kotlin (Weight: 20%)

In this exercise, we will solve simple tasks using Kotlin collections (again in the context of the MainActivity).

1. We want to access a car’s price as quickly as possible using its model name. What data structure should we use? Then, add a car with its price to the structure and query its price using the model name.
2. Create a list of String called car\_name\_list. Add 5 different items to the list and then remove the string in the second position. Finally, iterate through the list and print the value for each position in the Logcat window using Log.d("debug",v).

Collections in Kotlin answers:

(a) To quiclkly access to a car´s price using it s model name, we should use the HashMap data structure. With this structure we can do search by keys with O(1) complexity

// Create a HashMap that store car models and their prices

val carPrices = HashMap<String, Int>()

// Add a car with its price

carPrices["Volkswagen TRoc"] = 34230000

// Query its price using the model name

val trocPrice = carPrices["Volkswagen TRoc"]

Log.d("CarPrice", "The Volkswagen TRoc Costs $34230000")

(b) List operations

// Creating a list of car names

val car\_name\_list = ArrayList<String>()

// Add 5 different items to the list

car\_name\_list.add("Polo")

car\_name\_list.add("T-Roc")

car\_name\_list.add("T-Cross")

car\_name\_list.add("Tiguan")

car\_name\_list.add("Golf")

// Removing the string in the second position (index 1)

car\_name\_list.removeAt(1)

// Iterate through the list and print the value for each position

for (carName in car\_name\_list) {

Log.d("debug", carName)

}

1. Classes in Kotlin (Weight: 30%)

In this exercise, we will create and extend Kotlin classes (in the context of the app we

created).



1. Create a class called Car. It will include an attribute name of type string and an attribute price of type Int. Its constructor will have two parameters called pname and pprice that will initialize the previously mentioned attributes.
2. Create a class called User. It will include an integer attribute called id and a string attribute called username. Its constructor will have a parameter called pid that will initialize the previously mentioned id attribute and username as null. Moreover, this class will have an attribute called cars of type HashMap<String,Car>. The HashMap key is the Car name.
3. In class User, add a method with signature fun addCar(d:Car) that will allow adding its parameter d to the attribute of type HashMap<String,Car>.
4. In class User, add a method with signature fun removeCar(d:String) that will allow removing the Car with name d from the attribute of type HasMap cars.
5. Why has the price been declared as has the price been declared as type Int in the class Car instead of type double? Hint: What units are we storing?

Classes in Kotlin answers:

(a)

// Create a class called Car

class Car(pname: String, pprice: Int) {

var name: String = pname

var price: Int = pprice

}

\*\*\*Note: We may use the keyword val and the constructor parameters automatically become property, but for more verbose purpouses of this CAT I have used var.

(b)

// Create a class called User

class User(pid: Int) {

var id: Int = pid

var username: String? = null

var cars: HashMap <String, Car> = HashMap <String, Car>()

}

(c)

// In class User, add a method

class User(pid: Int) {

var id: Int = pid

var username: String? = null

var cars: HashMap <String, Car> = HashMap <String, Car>()

fun addCar(d: Car){

cars[d.name] = d

}

}

(d)

// In class User, add a method

class User(pid: Int) {

var id: Int = pid

var username: String? = null

var cars: HashMap <String, Car> = HashMap <String, Car>()

fun addCar(d: Car){

cars[d.name] = d

}

fun removeCar(pname: String){

cars.remove(pname)

}

}

(e) Because we are storing the price the price in the minimal monetary unit (probably cents), with this we avoid precision problems with the float point when using Double. Example 34,23 euros can be stored as 3423 cents.

1. Use classes (Weight: 10%)

Going back to the MainActivity of our app, perform the following tasks:

1. Create a User with id 18.
2. Create a Car with name "Ferrari Purosangue" and price 39835000.
3. Add the Car to the information about the user.
4. Remove the previous Car from the information about the user.

Use classes answers:

Option 1: Using the var keyword for variable declarations:

var user : User = User(18)

var car : Car = Car ("Ferrari Purosangue", 39835000)

user.addCar (car)

user.removeCar("Ferrari Purosangue")

Option 2: Using val keyword to create immutable variables

val user = User(18)

val car = Car("Ferrari Purosangue", 39835000)

user.addCar(car)

user.removeCar("Ferrari Purosangue")